TIGER ELECTRONICS, LTD.

MODEL: 70-554
AGES 5 AND UP

Giga Monsters®

YOUR VIRTUAL CREEP!

The Mummy™

INSTRUCTION

From out of a long forsaken crypt, emerges the Mummy. What unholy curse caused him to be buried alive and then live again? Only YOUR power can finally destroy him. But before you can destroy him, he walks the earth and tries to destroy you! He is diabolical, insane and cursed. Try to destroy him before he wreaks incredible death and destruction on the world!

OBJECT

Your mission is to destroy this freak of nature (or unnatural freak). The Mummy starts with a power of 400. When his power reaches 500, he will be too powerful to destroy and will continue to terrorize the world. If you can reduce the Mummy's power to 0, then he is subdued and can no longer torment the human race.

The Mummy will use a variety of attacks on you. Each time his attack is successful, his power increases. Each time you successfully defeat his attack, his power decreases. Each one of the Mummy's attacks has a defensive counter represented by 6 different icons located on the game screen. Learn to identify his attacks and the correct form of defense and his power and the curse will be broken!

Beware! It will take time and patience to rid the world of this aberration!

ENERGIZE

To bring your Giga Monster to life, pull the tab from the back of the unit. This enables the battery function. Once the tab is removed, the game is permanently ON. The game cannot be turned on or off so the Mummy will remain active until he reaches a power of 500, his power is reduced to 0, or the battery is drained of power (your Giga Monster can last for over 60 days on 1 battery!).

CLOCK MODE

Once the game is ON, you must first set the clock. IT IS VERY IMPORTANT TO SET THE CLOCK CORRECTLY!!! Make sure you have the correct AM or PM setting. If the clock is not set correctly or the AM/PM is incorrect, the Mummy may continuously attack you night and day.

HERE'S HOW TO SET THE CLOCK:

1) The HOUR will be flashing. Press LEFT/RIGHT to adjust the hour. When the correct hour is set, press ENTER.
2) The MINUTES will be flashing. Press LEFT/RIGHT to adjust the minutes. When the correct minutes are set, press ENTER.
3) The clock is now set, and you will automatically enter NAME MODE.

ENTERING A NAME

1) A flashing bar will appear under the space for each letter.
2) Press LEFT/RIGHT to search through the alphabet.
3) Press ENTER to select a letter and move to the next space. You may use up to 12 letters.
4) Press ENTER twice to accept the current name and return to GAME MODE.

TURNING OFF THE SOUND

1) Press MODE to enter CLOCK MODE.
2) Press LEFT to turn the sound off-- the SOUND ICON will disappear.
3) Press RIGHT to turn the sound on-- the SOUND ICON will appear again.

Press MODE again to return to GAME mode.

RETURNING TO CLOCK MODE

Once the game begins in GAME MODE, you can return to CLOCK MODE at any time by pressing the MODE button. This will allow you to adjust the clock or the entered name.

1) If you wish to adjust the clock, press ENTER. The clock will start flashing.
2) After you set the time, the name will appear. Press ENTER to adjust the name.
3) To return to GAME MODE, press MODE again.

HOW TO PLAY

Once the name is entered and confirmed, you will see the animation of the Mummy emerging from the sargophagus within his tomb! Once he has risen, the game begins and it is now you against the Mummy. The gamescreen is the Mummy's virtual world. Located at the top and bottom of the game screen are 9 different icons which represent the 9 different activities you can do. Starting from the top left corner the icons are: HUNT, SCORE, SLEEP, and DEFENSE 1. From the bottom left corner they are: DEFENSE 2, DEFENSE 3, DEFENSE 4, DEFENSE 5, and DEFENSE 6. Use the left/right button to select an icon and then press the ENTER button to activate.

THE MUMMY ATTACKS!!!

You are trying to reduce the Mummy's power while he is trying to increase it. If his power reaches 500, you lose. If his power reaches 0, you win! Most of the time the Mummy will harmlessly move about the game screen and poses no threat. HOWEVER, he will periodically attack you throughout the day. When he attacks, the screen will show an explosion animation alerting you to his impending attack. This is referred to as the ALERT ANIMATION. Watch for it! You now have approximately 10 minutes to respond or he will go ahead and successfully attack you anyway.

If you see the alert animation, press the ENTER button and the method of the Mummy's attack is revealed. He has 6 different attacks and you must try and figure out the correct defense for each one. Once you see his attack animation, you must select one of the 6 possible defenses. If you have chosen the correct defense, his attack will be thwarted and his power will decrease. If you have chosen incorrectly, his attack will be successful and his power will increase.

Attacks will occur periodically throughout the day. Press ENTER to see the attack, then you have 8 seconds to select a defense. This continues until either you or he is victorious, or the battery loses power. It will probably take at least 8 days to defeat him.

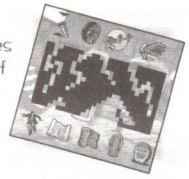
THE MUMMY WILL ATTACK IN 1 OF 2 WAYS.

STANDARD ATTACK: Hopefully you are paying attention and will see this alert animation. If not, an alert tone will sound after about 5 minutes (the Mummy will growl) to let you know he is coming to attack. If you wait to respond after the alert tone you will not be awarded as many points to your total score.

SNEAK ATTACK: When the Mummy employs the sneak attack, the alert tone WILL NOT play. This means you will need to pay attention and discover the alert animation with no audio clue.

ICONS AND ACTIVITIES

HUNT

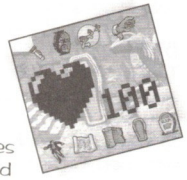


This allows you to go on the offensive. Instead of waiting for the Mummy to attack you, turn the tables and try to HUNT him! If you activate the HUNT, a brief animation will appear while you are virtually searching. If your hunt was successful, the alert animation will appear, and then you will automatically see the Mummy's chosen attack.

A hunt will be successful if you attempt it within 15 minutes of a scheduled Mummy attack. If he is not planning an attack within 15 minutes, the alert animation will not appear and the hunt failed. When the hunt is unsuccessful, he will return to his daily routine of moving about the screen.

Each time a hunt fails you lose points to your total score.

SCORE



Select this icon to see the Mummy's power level, your total score, and the number of days the Mummy has been alive. Use the left/right buttons to see the 3 different score screens.

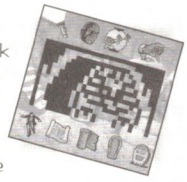
POWER represents how strong the Mummy is. It goes up each time the Mummy successfully attacks you and down each time you defeat his attack.

TOTAL SCORE represents how well you are playing. The higher your score, the better you are doing.

AGE represents the number of days the Mummy has been alive. How many days will it take you to defeat him?

Press the MODE button to exit the score screens.

SLEEP



Choose this icon and press enter to put the Mummy to sleep. When the Mummy is asleep he will not attack you. He can be put to sleep anytime after 8:00 PM. He will then either sleep for 10 hours or automatically wake up at 9:00 AM. You can also wake him up at anytime by selecting this icon and pressing ENTER.
NOTE: if you do not put him to sleep, he will continue to attack you all night.

DEFENDING AGAINST THE MUMMY

Below are the 6 different defense tactics that you must use to thwart the Mummy's attacks. Each 1 of his attacks has a specific defense that will defeat it. The key to winning the game is learning each attack and the right defense to use against it.

It is not necessary to be attacked to activate a defense. You can check them out anytime by selecting the icon and pressing ENTER. However, if you use a defense but NOT in response to a Mummy attack, it will have no affect on the Mummy's power or your score. It is only considered practice to help you familiarize yourself with the different defenses.

If you choose the incorrect defense, there is nothing you can do but watch as the Mummy completes his attack on you. You will hear the SCREAM sfx that tells you his attack worked. Take note of that attack and try a different defense next time you see it. If you selected the correct defense, you will hear the DRAIN sfx to confirm you were successful.

REMEMBER: you only have 8 seconds to choose a defense once you see the attack. Be prepared to act quickly!

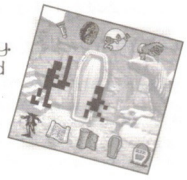
DEFENSE 1, DODGE HAND

This will help you get away from the Mummy's grasping hands. When you activate this defense a hand will appear from either direction. You must quickly and continuously press the opposite button to "dodge" the hand. Continue to press until the hand retracts all the way. If you do not press quickly enough, the Mummy's hand will grab you and his attack will succeed.

If you choose this defense incorrectly, you will be unable to do anything and can only watch as the Mummy completes his attack.

NOTE: if you "practice" this defense you will first see a short animation of the completed defense. Then it is your turn to repeat using the above steps. So for the dodge hand, you will first see the hand extend, then retract, then it will begin to extend again. At this point you should begin pressing the button to escape. During a real attack, you will not see this animation first.

DEFENSE 2, RUN AWAY

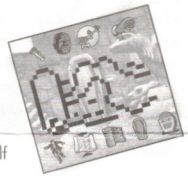


This defense will allow you to run away from the Mummy. You will appear on the screen with the Mummy behind you. Quickly and continuously press the left button to run left and the right button to run right (you'll want to run away from him). Keep doing this until you escape or are caught.

If you choose this defense incorrectly, you will be unable to do anything and can only watch as the Mummy completes his attack.

NOTE: if you "practice" this defense you will first see a short animation of the completed defense. Then it is your turn to repeat using the above steps. During a real attack, you will not see this animation first.

DEFENSE 3, THE SCROLL OF THOTH



This defense will allow you to unroll the sacred scroll of Thoth to ward off the Mummy. The scroll of Thoth will appear. Press the left button 3 times fast enough to unroll the scroll. Then press the left and right keys alternately 3 times fast enough to read the scroll. If you're fast enough, the Mummy will leave you alone. If you're not fast enough, you will be caught!

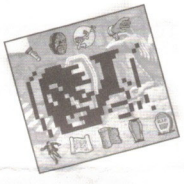
If you choose this defense incorrectly, you will be unable to do anything and can only watch as the Mummy completes his attack. During a real attack, you will not see this animation first.

NOTE: if you "practice" this defense you will first see a short animation of the completed defense. Then it is your turn to repeat using the above steps.

DEFENSE 4, TAPE WRAPPING

This is a non-interactive defense (meaning you simply activate it and then watch the result). This defense will have the tap unravel like a snake. In his youth, the Mummy was punished to an unbearable death of being wrapped in tape and then impisoned in a sarcophagus (coffin). So he still fears tape!

DEFENSE 5, IMPRISONMENT IN THE SARCOPHAGUS (COFFIN)



This is a non-interactive defense. The Mummy pushes out with his arms to keep the sarcophagus (coffin) from closing.

DEFENSE 6, AN AVALANCHE OF DIRT

This is a non-interactive defense. To avoid getting trapped in a dirt-filled grave, the Mummy is seen climbing a ladder out of the ancient crypt that imprisoned him.

FINISHING OFF THE MUMMY

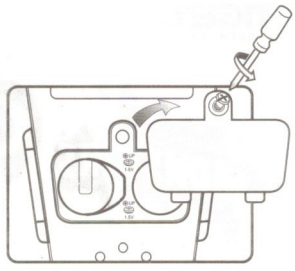
Once the Mummy's power is below 10, he will no longer try and attack you. Now he is running scared and will do his best to stay away. Now you must hunt him down and break his power forever! You must continue to go on HUNTS until you find him. Continue to periodically hunt him until his power reaches 0.

GAME OVER

The game is over when either you defeat the Mummy or he defeats you. To play again, press ENTER to restart the game or press the RESET button located on the back of your game.

INSERTING THE BATTERIES.....

To activate your Giga Monster game, pull the plastic tab from the back of the game. To insert the batteries, have an adult open the battery compartment at the back of the game. Unscrew the cover, then push the cover in the direction of the arrow. Remove the old batteries, and replace it with 2XLR44/G13A batteries, making sure to align "+" and "-" as shown.



CAUTION: Batteries should be replaced by an adult.

Not suitable for children under 36 months, may contain small parts.

TO ENSURE PROPER FUNCTION :

- DO NOT MIX OLD AND NEW BATTERIES
- DO NOT MIX ALKALINE, STANDARD OR RECHARGEABLE BATTERIES.
- BATTERY INSTALLATION SHOULD BE DONE BY AN ADULT.
- NON-RECHARGEABLE BATTERIES ARE NOT TO BE RECHARGED.
- RECHARGEABLE BATTERIES ARE TO BE REMOVED FROM THE TOY BEFORE BEING CHARGED (IF REMOVABLE).
- RECHARGEABLE BATTERIES ARE ONLY TO BE CHARGED UNDER ADULT SUPERVISION (IF REMOVABLE).
- ONLY BATTERIES OF THE SAME OR EQUIVALENT TYPE AS RECOMMENDED ARE TO BE USED.
- BATTERIES ARE TO BE INSERTED WITH CORRECT POLARITY.
- EXHAUSTED BATTERIES ARE TO BE REMOVED FROM THE TOY.
- THE SUPPLY TERMINALS ARE NOT TO BE SHORTCIRCUITED.

Replace with new batteries at the first sign of erratic operation.

Remember, your game will reset to preset mode once you've replaced or removed the batteries.

CAUTION/DEFAULT OR DAMAGE

If a part of your game is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

TIGER ELECTRONICS TOY REPAIR CENTER
980 Woodlands Parkway, Vernon Hills,
Illinois 60061, U.S.A.

In your note, mention the name of your game, your game's model number, and tell us briefly what the problem is. Also include sales slip, date, place of purchase and price paid. We will do our best to help.

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All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Electronics, Ltd. Repair Dept.
980 Woodlands Parkway
Vernon Hills, Illinois 60061, U.S.A.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

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